

BDELLO'S INCAUTIOUS SPELLBOOK

HOMEBREW



"THESE SPELLS MIGHT BE A BIT WILD,
BUT THAT'S JUST HOW I ROLL!"

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INTRODUCTION

Boost Bdello: In Memory of a White Rabbitfolk, chronicles a journey of survival that began at level 2, reaching an impressive level 18. This book celebrates Boost's legacy by focusing on his inventive spirit. He not only crafted numerous original spells but also laid the foundation for the magic system he cherished.

Boost Bdello is a 4'2 white rabbitfolk, began his journey at a magic academy as an exchange student bridging the gap between the feywild and the middle realm. He had a passion for knowledge, delving into various subjects like science and art. His dream was simple: to be remembered forever.

Over time, Boost graduated from the academy, equipped with ideas and foundational knowledge for his spells, although they were mostly theoretical. His path took an unexpected turn when he came across a mysterious paintbrush in an old store. Upon touching it, he saw an intricate image of a beautiful town on an unfamiliar continent. It ignited a desire within him to find this place.

Shortly after, due to political circumstances, Boost and 999 others were exiled to an unknown continent. Here, they established a new town named "Survia."

Throughout his journey, Boost was the heart of his adventure group, known for his ability to bring joy even in the toughest of times. With his slender body and nimble paws, he used his paintbrush to conjure creatures like poly tiger sculptures and electric spiders to aid in battles. Drawing became his solace during moments of intense stress.

Sadly, his story ends with a valiant battle against what he believed to be a nightmare dragon, a fight he did not survive. Boost Bdello was my first enduring character, lasting beyond five sessions. I want to say thank you to everyone that I share this amazing campaign with, and I hoped that they think the same. Along this journey, I crafted 20 new spells and devised a magic system, that I hope it'll enhance your tabletop adventures. Enjoy this tribute to Boost's lasting legacy, and may his memory inspire countless adventures.

SPELL LISTS

The spells are presented in alphabetical order.

1ST LEVEL

BDELLO'S NECROTIC MISSILES

1st-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You unleash an onslaught of shadows that drain the life force from your foes, replenishing your own with each strike. When you cast the spell, you can expend any number of 1st-level spell slots or higher, each level of spell slot equal 1 attack (ex. 2nd level spell slot = 2 attack), accumulate to 3 attack per turn, and as a same action, make spell attack rolls to the target within 60 feet equal to attack you have accumulate. In consequence turns, you can expend spell slots as a free action, and make a attack as an action.

Every attack that hits in a row without missing increases consecutively in damage by 1d10. The first hit deals 1d10 necrotic damage, the second deals 2d10 necrotic damage, the third deals 3d10 necrotic damage, and so on. This do not reset when finishing your turn. The consecutive hits gain momentum and ferocity, inflicting greater harm upon your target as the shadow grows stronger. However, if you miss an attack, the combo is reset back to 1d10 damage.

Additionally, with each hit, you regain 1 first level expended spell slot.

2ND LEVEL

BDELLO'S BOUNCING BALL

2nd-level evocation

Casting Time: 1 action

Range: 60-foot line

Components: V, S, M (a rubber band)

Duration: Instantaneous

You conjure an arcane rubber spike ball in front of you. The spike ball quickly gains momentum as it shoots forth in a straight line up to 60 feet long and 5 feet wide. The ball bounces off obstacles excluding creatures within its path, covering the area in a bouncing pattern. The ball does't effect prone creature if shoots horizontally. Any creature caught within the area of effect must make a Dexterity saving throw. On a failed save, they take 2d8 bludgeoning damage and 1d8 piercing damage, or half as much damage on a successful save. A creature can be effected by this spell multiple times.

At Higher Level: When you cast this spell using a spell slot of 4th level or higher, the range increase by 30 feet for each slot level above 3rd.

BDELLO'S BOUNDED BLINKING

2nd-level conjuration

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a chalk)

Duration: 1 minute

You choose 1 creature and 1 space, both within 30 feet from each other, and create a shimmering arcane sigil that glows faintly in the chosen space. As their bonus action, if the sigil space is unoccupied, the targeted creature can teleport instantly back to the space. If the creature goes beyond 30 feet from the sigil, the sigil begins to fade, and after 1d4 turns, the connection is lost. When teleporting back while out of range, the sigil is instantly destroyed.

At Higher Level: When you cast this spell using a spell slot of 3rd level or higher, the range between sigil and marked creature increases by 30 feet for each slot level above 2nd.

BDELLO'S CHAIN CONSTRICTION

2nd-level transmutation

Casting Time: 1 action (ritual)

Range: Self

Components: V, S, M (a piece of wood, stone, iron, copper, or gold)

Duration: 10 minutes

You store the magic essence in the material component. The spell trigger as a bonus action, when you throw your material component towards the target that you can see within 30 feet, and the material transmutes into an iron chain. The target must succeed on a Strength saving throw or get pulled 30 feet towards you. On a successful save, or you are still not next to the target, the chain pulls you until you stand next to the target.

If the target failed the saving throw, the target is chain by a constriction chain to the space it currently occupied, and the target can't go beyond 30-foot radius centered on the initial space. This chain disappears at the start of your next turn.

At Higher Level: When you cast this spell using a spell slot of 3rd level or higher, up to 5th level, the distance of the throw increases by 30 feet for each slot level above 2nd.

If the target failed the saving throw, and you cast this spell using a spell slot of 3rd level or higher, up to 5th level, the constriction chain reduce its radius by 10 feet for each slot level above 2nd.

BDELLO'S CRYSTAL DAGGER

2nd-level abjuration

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Crystalline starts to form a pure white curve dagger in your hand. This magic dagger lasts until the spell ends. It counts as a simple melee weapon with which you are proficient. It deals 2d8 piercing damage on a hit and has the finesse, light, and thrown properties (range 20/60). In addition, when you strike a creature with the dagger, it disrupts magical defenses. The target's temporary hit points from magic, AC bonuses from magic, and resistance to damage from magic are all ignored for that attack.

If you drop the weapon or throw it, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a bonus action to cause the sword to reappear in your hand.

At Higher Level: When you cast this spell using a 3rd- or 4th-level spell slot, the damage increases to 3d8. When you cast it using a 5th- or 6th-level spell slot, the damage increases to 4d8. When you cast it using a spell slot of 7th level or higher, the damage increases to 5d8.

BDELLO'S EARTHBURROW

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: S, M (a small pebble)

Duration: 1 hour

When cast, you touch a willing creature, their body becomes attuned to the earth's vibrations, enabling them to move through soft terrain effortlessly. The target gains a burrowing speed of 10 feet. They can use this speed to move through non-solid natural materials such as soil, sand, or loose earth.

The target can use their burrowing speed to create simple tunnels or passages, allowing them to traverse obstacles or create hidden pathways.

If the target want to burrow through solid materials such as stone, the target must succeed a strength check compare to DC determine by dm.

At Higher Level: When you cast this spell using a spell slot of 3rd level or higher, the duration of the spell increases by 1 hour for each slot level above 2nd.

BDELLO'S GRAVITY SWEEP

2nd-level evocation

Casting Time: 1 action

Range: Self (10-foot semicircle)

Components: V, S, M (a fistful of iron filings)

Duration: Instantaneous

With a forceful clap of both hands, you manipulate gravity to create a gravitational sweep. All targets within a 10-foot semicircle radius must make a Strength saving throw or be pulled to the centerline and take 2d6 force damage. On a successful save, the target is unaffected by the pull, and only takes half damage.

If more than one target failed its saving throw, the spell deals additional 1d8 bludgeoning damage per target that failed the saving throw; this additional damage only applies to targets that failed the saving throw as they are forcefully drawn together and collide.

Objects also count as targets and whether it succeeds on the saving throw or not, depends on the DM. If targets that failed a saving throw cannot move to the centerline due to an obstacle blocking its path, calculate the damage separately as if the obstacle is another centerline.

At Higher Level: When you cast this spell using a 4th- or 5th-level spell slot, the radius increases to 20-foot semicircle. When you cast it using a 6th- or 7th-level spell slot, the radius increases to 30-foot semicircle. When you cast it using a spell slot of 8th level or higher, the radius increases to 40-foot semicircle.

BDELLO'S MAGNETISM

2nd-level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: S, M (a metal ring)

Duration: 1 hour

You touch a creature's armor, imbuing it with magnetic properties. For the next 5 hits that land within 90 feet of the armor, any attack made against the target using a material consisting of metal can treat a d20 roll of 9 or lower as a 10, except for a natural 1, for the purpose of determining the attack roll.

If an object weighing no more than 1 pound that consists of metal gets flung to a nearby direction of the affected armor within 1 mile, the object gets pulled until the direction is direct to armor.

At Higher Level: When you cast this spell using a 3rd-level or higher spell slot, the number of hours increases by 1 for each slot level above 2nd.

3RD LEVEL

BDELLO'S CHRONICLE RESONANCE

3rd-level divination

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a snowglobe with a mini clocktower inside)

Duration: Instantaneous

You conjure an arcane ball that hovers before you, with three concentric rings that rotate in harmony. The ball drifts to a point you choose within range.

As it reaches the target point, the bell of time rings - three rings illuminate and line up in unison. Each creature in a 15-foot-radius sphere centered on that point must make a Constitution saving throw. A target takes 5d6 force damage on a failed save, or half as much damage on a successful one.

Moreover, the spell's influence extends to creatures that occupied the area within the spell area during the previous round. They are also subject to the Constitution saving throw and force damage as if they were still present in the area. If a target past and present are both in the area, it only takes the damage once.

At Higher Level: When upcast using a spell slot of 4th level or higher, the damage increases by an additional 1d6 force damage for each slot level above 3rd.

Additionally, when you cast it using a 5th or 6th-level spell slot, the radius increases to 20-foot radius. When you cast it using a 7th or 8th-level spell slot, the radius increases to 25-foot radius. When you cast it using a 9th-level spell slot, the radius increases to 30-foot radius.

BDELLO'S DELIRIUM EMBRANCE

3rd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

You whisper dark and twisted words to a creature within range, attempting to shatter their mind. The target must succeed on a Wisdom saving throw or suffer the effects of madness for the duration of the spell. Roll a d10 to determine the effect of the madness. The target can repeat the saving throw at the end of each of their turns, ending the effect on a success. Madness table:

1 : Overprotective. You become consumed by an overwhelming need to protect yourself and your allies. Choose 1 ally that's within 30 feet of you, you cannot willingly move over 30 feet from your ally. If you're more than 30 feet from your ally, you must do your best to get into the area. In addition, you and your ally, gain +2 to armor class.

2 : Masochistic. You desire for pain overwhelms their sense of self-preservation. You lose maximum hit points equal to 3 times your proficiency bonus, but immune to charmed and frightened.

3 : Overconfidence. On your turn, you can spend all of your movement or a bonus action to make 1 additional attack or both to make 2 additional attacks, but you suffer disadvantage on all mental abilities check and saving throws.

4 : Panic. You are overwhelmed by panic and confusion. You must use your action to take the Dodge action, but you have advantage on all physical abilities check and saving throws.

5 : Paranoia. You becomes paranoid and cannot trust your allies. You cannot receive any healing or other beneficial effects from allies, but beneficial effect capabilities using by yourself got double effect.

6 : Regression. You reverts to a childlike or primitive state of mind. You cannot cast spells, but can use a bonus action to hide, use an object, dodge or disengage.

7 : Fear. You fear the nearest creatures, and want to get away from it. You cannot willingly move closer to the source of fear, and you cannot take reactions. However, every kind of speed you have increase by 20 feet.

8 : Enraged. You are filled with a sudden and overwhelming rage, causing you to lash out at your enemies. On your turn, you must make a melee attack with elven advantage against the nearest creature, friend or foe, within reach.

9 : Apathy. You gain resistance to all damage types, but you suffer disadvantage on initiative rolls and your movement speed is halved.

10 : Bloodlust. Your attack deals extra 1d12 per hit, but you take damage equal to the damage dealt by this addition damage.

At Higher Level: When you cast this spell using a spell slot of 4th level or higher, you can roll one more dice for each slot level above 3rd, and you choose which roll you will use.

BDELLO'S ILLUSION VEIL

3rd-level illusion

Casting Time: 1 bonus action

Range: Touch

Components: V, M (a prism)

Duration: 1 hour

You weave a magic upon a touched creature, intertwining the next spell they cast with your illusion. The magic overlays the subsequent spell with an illusion of your choosing, making a facsimile that must share a similar size and shape. The essence of this spell remains undetectable by a mere level 1 Detect Magic spell.

When the target casts the next spell, the enemy must make an Intelligence saving throw, and on a failure, they believe that the illusion is the actual spell. You also choose one or none of the following options for its effect, and these effect manipulates the enemy before the overlaid spell, these effect can activate only one time each:

Psyche's Whisper: If the overlaid spell inflicts any damage, this spell also makes additional psychic damage. The psychic damage uses same amount of dice used for the overlaid spell, albeit using d4 instead, and the enemy believes the damage type to be something different, fitting the illusion. On a successful save, the enemy comprehends the real damage type, and only takes half damage.

Riddling Mirage: If the enemy fail the saving throw, they fall into a state of bewilderment, and you select one of the following effects that fits with the overlaid spell: next attack roll made against you have disadvantage, the enemy's next saving throw have disadvantage, the enemy's next ability check have disadvantage, or your next attack roll gains a +5 bonus.

At Higher Level: When you cast this spell using spell slot of 4th level or higher, you can choose both effects. Additionally, when you cast this spell using spell slot of 5th level or higher, the trigger change to one spell instead of the next spell.

BDELLO'S PYRAMIDAL SHIELD

3rd-level abjuration

Casting Time: 1 reaction, which you take when you are hit by an attack, a spell, or targeted by the magic missile spell.

Range: Self

Components: V, S

Duration: 1 round

A translucent triangular pyramidal barrier of magical force appears and protects around you. Until the start of your next turn or you're unconscious, you have a +8 bonus to AC, including against the triggering attack, and you take no damage from Magic Missile spell. If the attack misses, and it's a range attack, you can redirect the attack to other target within 30 feet of you, using same attack roll.

You also gain resistance to any damage that require you to make Strength, Dexterity, or Constitution saving throw, other effects from the save apply normally.

BDELLO'S TERRA SHIFT

3rd-level transmutation

Casting Time: 1 action

Range: Self (30 foot radius)

Components: V, S, M (a bag full of sand)

Duration: Concentration, up to 10 minutes

When cast, the ground within a 30-foot radius centered on yourself becomes imbued with transmutative energy. You gain control over the earth beneath your feet, allowing you to shift and reshape the terrain to your advantage.

As a bonus action on your turn, you can choose up to three creatures of your choice within the spell's area. Each chosen creature must make a Dexterity saving throw. On a failed save, the creature's position is shifted by up to 20 feet in any direction of your choosing within the spell's area. This movement can cause the creature to be displaced from their current location, potentially resulting in falling prone, colliding with objects dealing 1d6 bludgeoning damage, or being pushed into hazardous terrain.

At Higher Level: When you cast this spell using a spell slot of 4th level or higher, the radius of the spell's area increases by 10 feet for each slot level above 3rd.

4TH LEVEL

BDELLO'S DEMOLITION

4th-level evocation

Casting Time: 1 action

Range: Self (60-foot line)

Components: V, S

Duration: Instantaneous

You conjure a line of crackling arcane energy that extends from your hand, forming a 60-foot long, 5-foot wide beam. When you cast this spell, roll 6d8 force damage; the total represents the hit points of obstacles this spell can affect.

Obstacles in the path of the beam must make a Constitution saving throw. On a failed save, they take full damage, or half as much damage on a successful one. Subtract each obstacle's hit points from this total before moving on to the next obstacle. If the damage equals or exceeds the obstacle's hit points, it is destroyed, and the beam continues its path.

Additionally, when the beam hits constructs, it deals an extra 3d8 force damage. Roll this additional damage before the actual damage, and it can't carry over to the next obstacle.

Furthermore, the beam deals double damage to objects and structures. Ideally, carve a tunnel through mountains or walls.

At Higher Level: When you cast this spell using a spell slot of 5th level or higher, the initial damage increases by an additional 1d8 for each slot level above 4th.

BDELLO'S NIGHTMARE

4th-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small mirror worth at least 20 gp, which the spell consumes)

Duration: Concentration, up to 1 minute

You conjure a reflective barrier resembling a material component on an unoccupied space within range. When a creature moves through this barrier, it becomes enveloped in a hallucinatory nightmare. The mirror then disappears. As a bonus action on your turn, you can move the mirror-like barrier up to 10 feet.

All creatures outside the barrier become invisible to the affected creature, and it cannot sense anything outside the hallucinations except through touch. If the affected creature takes damage from a source outside the nightmare, it can make an Intelligence saving throw which ends the effect on a success.

Within the nightmare, a terrifying form takes shape based on the creature's fears. The form can be form on any space, if the form got attack while in others creature space, the attack effect both the form and the creature in the space, but whether the attack hits or not depends on the attacked target. The form initiative is after the creature turn, and the form is hostile to the creature.

The creature is Frightened to the nightmare form. The maximum Challenge Rating (CR) of the nightmare form is 1/4 of the affected creature's level, rounded up. Any damage inflicted by the nightmare form is psychic damage. The spell ends automatically when the nightmare form reaches 0 hit points.

BDELLO'S RETURN PORTAL

4th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a pocket clock)

Duration: Concentration, until the spell ends

You activate a 10-foot radius sphere power field, each occupied space spawn a laser beam shooting up to the sky. At the end of the next round, just before starting a new round, you can use your reaction to forcefully distort spaces, otherwise, the spell ends. Any creatures that hit by this spell are pulled back to their original positions within the power field. If the space that creature get pulls to is already occupied, the occupants get push to the next unoccupied space. Creatures also have disadvantage on the next saving throw or until the start of their next turn. The power field then dissipates after this use.

At Higher Level: When you cast this spell using a spell slot of 5th level or higher, the radius of the power field increases by 5 feet for each slot level above 4th.

5TH LEVEL

BDELLO'S ENTROPIC EROSION

5th-level necromancy

Casting Time: 1 action

Range: Self (60-foot line and 60-foot cone)

Components: V, S, M (a rusty metal)

Duration: Instantaneous

You channel the essence of decay, releasing a wave of energy in a straight line 60 foot long and 5 foot wide, then the magic spread into a 60 foot cone. Any creature caught within the area must make a Constitution saving throw. On a failed save, the target's maximum hit points are reduced by 20 for 2 rounds, and half as much on a successful save. This decay can be cure if the affected creature is subjected to a Greater Restoration spell.

At Higher Level: When casting this spell using a spell slot of 6th level or higher, the maximum hit points reduction increases by 20 for each slot level above 5th.

6TH LEVEL

BDELLO'S ARCANES TETHER

6th-level enchantment

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a lock of hair from each target)

Duration: 8 hours

During the casting of this spell, the spellcaster intricately weaves arcane energies around the two targets, forging a connection between them. Once the spell is complete, the two targets become linked on a deeper level, sharing some of their abilities and attributes for the duration of the spell.

Upon casting Arcane Tether, designate one target as the "Primary" and the other as the "Secondary." The Primary target retains their full abilities, while the Secondary target gains certain benefits from the Primary.

The Secondary target gains a bonus to all of their ability scores equal to the Primary target's corresponding ability score modifier, unless the secondary ability score is already higher.

The Secondary target obtains one ability from racial, class, or feat possessed by the Primary target until the spell ends, except for spellcasting abilities and spells. If the mechanical uses or features bind with certain modifier, use the modifier from secondary target.

The Secondary target gains proficiency in one skill or tool of their choice that the Primary target is proficient in.

The Primary and Secondary targets must remain within a range of 100 feet of each other for the duration of the spell, otherwise, the enchantment is broken. Additionally, any damage taken by the Secondary target is split evenly between them and the Primary target.

At Higher Level: When you cast this spell using a spell slot of 7th level or higher, you can choose a feature presented above one additional time for each level of spell slot above 6th, except the ability score increase.

BDELLO'S ETHEREAL ECHO

6th-level divination

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small, clear crystal prism worth at least 50 gp, and a drop of fresh blood from the target, which the spell consumes)

Duration: Concentration, up to 1 hour

The spell manifest 1 ethereal translucent identity of the target from alternative dimension. This form is a copy of identity. The form appears in an unoccupied space you can see within 15 foot radius, and the form disappears when it drops to 0 hit points or when the spell ends. The form has 1 hit points and this hit points cannot be change, any other statistic depends on dm, including how many resources the form has left.

Roll initiative for the form, which has its own turns. When you manifest it and on each of your turns thereafter, you can issue a verbal command to it (requiring no action on your part), telling it what it must do on its next turn. If you issue no command, it spends its turn independently.

At the end of each of the form's turns, it makes a Charisma saving throw. On a failed save, the form continues to obey you. On a successful save, your control of the form ends for the rest of the duration, and the form spends its turn independently. If you stop concentrating on the spell before it reaches its full duration, an uncontrolled form doesn't disappear for 1d4 minutes if it still has hit points.

At Higher Level: When you cast this spell using a spell slot of 7th level or higher, the number of form manifested increase by 1 for each slot level above 6th.

7TH LEVEL

BDELLO'S UNDERGROUND PRISON

7th-level transmutation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a root from a tree that's at least 100 years old)

Duration: 1 hour

You summon the raw power of the earth, causing the ground beneath the area within range to tremble and collapse. Then, a large shroud of earth erupts, engulfing the area in a 30-foot square.

When you cast the spell, any creature that is completely inside the area is engulfed. Creatures only partially within the area can choose to get engulfed or not. Those too large to fit inside the area get pushed away from the center of the area until they are completely outside the area.

Any creature within the shroud falls to underground with 20-foot height, 30-foot long, and 30-foot wide. Then, the ceiling is formed. If a creature is in a space next to the ceiling, and do at least 50 damage in a single attack, it can escape from the spell, then the ceiling closes.

MAGIC SYSTEM

Explore the interplay of magic circles, incantations, mystical catalysts, and mana, all essential elements that breathe life into your magical characters and quests. Dive into this roleplay homebrew idea, adding depth to your magic users or crafting intricate puzzles for your adventures.

MAGIC CIRCLE

In the world of magic, every spell has its unique spell circle. These circles serve as **blueprints**, containing essential information for casting spells effectively. Understanding these circles is the key to mastering magic.

Components of a Spell Circle:

- **School:** Represented by a specific **pattern**, like an interlocking rectangle for abjuration.
- **Range:** Determines the **size** of the circle.
- **Effect:** Presented through **symbols** and **runes** language. For example, an eye symbol might represent a blindness effect, while runes explain how.
- **Order of effects :** **layers** indicate effects in order, while circle **extensions** in the same layer indicates effects happen simultaneously. Some circle read clockwise, others read counterclockwise, depends on the spell creator.
- **Duration:** Visualized by the motion and **rotation** of elements within the circle.
- **Elements:** Depicted through **colors**.
- **Area of Effect (AoE):** Shown by empty and **filled** spaces.

To cast a spell, practitioners input physics, chemistry or biology information into the spell circle. These inputs dictate the spell's behavior. For instance, a fire spell circle might require an understanding of how oxygen transforms into heat, a hypnotic spell circle might draw from knowledge about the pineal gland, while a spell granting flight requires an understanding of gravity.

Some skilled casters can decode a circle with just a single look. However, merely memorizing the formula without understanding it can limit a caster's ability to customize spells.

INCANTATION

What: The incantation system serves as a vital bridge between intricate magic circles and actual spellcasting. Casters craft incantations, linguistic constructs designed to **decode** and activate these circles.

Why: Incantations streamline spellcasting, **reducing the time** required in combat situations. However, incantations can't encompass all circle details, demanding skill and understanding for precise casting.

How: These incantations encompass linguistic, somatic, and musical elements. The importance of pronunciation and accents becomes evident as varying incantation nuances unlock diverse interpretations of the same magic circle. This variability directly affects the potency of spells, leading to variations in their effectiveness, for instance, damage potential.

CATALYST AND COMPONENTS

Within the enchanting world of spellcasting, mystical catalysts hold a pivotal role. These can be wands, staffs, crystals, or any chosen item. They act as conduits, facilitating **precise mana control** within the magic circle. Paired with specific material components, each tailored to a spell's intent, they become catalysts, sparking the arcane process.

From humble herbs to gleaming gemstones, these components enhance a caster's connection while streamlining mana manipulation. For those seeking extraordinary power, rare materials, coveted for their unique magical resonance, possess the capability to amplify these conduits. This enhancement allows for the casting of exceptionally potent spells.

MANA

Mana, the essence of magic, floats in the air, circulates through muscles and bloodstreams, then flows through incantations and catalysts. As casters recite incantations, mana particles are drawn in and shaped by the incantation's structure. They obediently follow the magic circle's blueprint, becoming diligent **"workers"** that craft the intended spell.

CREDITS

Picture: getimg.ai

Template: homebrewery.naturalcrit.com



BOOST BDELLO